## Wolves Of Steel Mod ^HOT^

As these campaigns and battles raged in the east, the Space Wolves surged across the planet's southern frontier and founded what was to become the Fang Fortresses that are now the heart of the Asaheim system. The Magna Foca is built on the vast canyon system known as the Dale. The Dale is hundreds of miles long and dozens of miles wide and is so massive that its walls curve out from the planet for thousands of miles. There are massive faults traversing the Dale, gouging deep valleys, which in turn formed the slopes and foothills which the Space Wolves now call home. The Dale has an ancient configuration, warped and twisted by extreme tectonic activity during the opening years of the Horus Heresy, which makes it a welcome feature of the Asaheim landscape. The stony slopes of the Dale feature numerous shelters, caves and sheaths built into the massive rock faces by the Fenrisian tribes of ancient times. The Space Wolves had learned to use these natural strongholds to build, extend and defend their great fursled settlements along the northern fringes. During this period the Fenrisian tribesmen became a firm ally and trading partner of the Space Wolves and, to ensure the longevity of their peoples, they even agreed to learn Old Gothic as well as their own common tongue of Fenrisian. The Sons of Fenris did not come under the sanction' of the Space Wolves until the latter part of the Horus Heresy, when the Space Wolves were given title over Kraken Fenris by the Warmaster of Mankind himself. In this way, the unique Fenrisian adaptations of the Wolves were accepted into the wider Astartes codes of conduct. The Fenrisian tribesmen also formed part of the Imperial Guard within the Space Wolves' own forces at this time.



As with the other Tribes of the World EatersChapter, all Space Wolves follow a codified set of values and cultural rituals that serves as the foundation for every aspect of the Chapter's life. Among these are

two views of the Warp and two truths. The first is that the Warp is chaotic and petty, that All Flesh Must be Sacrificed to the Void and all Living Things subject to death and decay. The second is that mankind is the Beast, the symbol of rebellion against the true

ideals of the Emperor. Thus, while the Space Wolves are not monotheistic, they are informed by their vision of a divine The Emperor above all. The Space Wolves' homeworld Fenris is considered the living manifestation of the Emperor's will, and the defiant survival of

the surviving Fenrisian tribes after the collapse of the Greater Good Order proves that Mankind is the true Beast, the True Enemy of the Emperor. Other than occasionally serving alongside the other Wolf Cub Chapters in the Strike Fleet and during inter-Chamberal combat

operations they continued to act as a minor but important asset to the Warmaster of Mars in the actual field. Many of the Legion's specialised rules, such as those covering hunting-andkilling missions, were used as templates by the other Wolf Cub Chapters

and wider Space Marine Armies for their own respective specialities. Ultimately they proved to be vital to the Warmaster and in the campaign that led to the Battle of Terra, the Wolf **Company of Tigurius** Vaelin were even tasked with an elite and specially selected

taskforce consisting of all five warbosses of the Wolf Company, four of them being Astartes of the Winged Lion Chaplains of the Legion. During this campaign the Wolf Company helped to hold back the Tyranid swarms besieging Terra so that the main force of the Warmaster's

campaign against the Tyranid Hive Fleet could arrive without hindrance. During the final and decisive stage of the Battle of Terra the Space Wolves and the Wolf Company performed a vital role in saving the Warmaster from certain death -- in a single incident, the Space

Wolves and the other members of the Wolf Company repelled a vicious attack from a huge force of Tyranids that was being led personally by the Warmaster. The Wolf Company itself nearly did not survive the Worms' onslaught as in the fighting the Wolf

Company's warboss, Karkarast, was mortally wounded. A last-ditch intervention by the Warmaster resurrected the warboss, however, and the Space Wolves held together despite almost being wiped out and even assaulted the Great Desolation itself, until the Warmaster

himself arrived to order a withdrawal. The Space Wolves Warboss Karkarast, in order to give him cover from the assault, ordered all of his Chaplains and Space Marines to retreat behind a gate of force fields. The Warmaster ordered that this gate be used, should they need

it, to close the Chamber behind the retreating Space Wolves. The Wolf Company's battlepsykers used the force fields to hold the Space Wolves with no small amount of difficulty, and they withstood the full onslaught of the Tyranids until the Warmaster arrived

## personally to bolster their resistance. 5ec8ef588b

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